Clean Code A Handbook Of Agile Software Craftsmanship

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Clean Code: A Handbook of Agile Software Craftsmanship. 1st Edition. by. Robert C. Martin (Author) › Visit Amazon's Robert C. Martin Page.

Clean Code: A Handbook of Agile Software Craftsmanship ...
Clean Code is divided into three parts. The first describes the principles, patterns, and ...

Clean Code: A Handbook of Agile Software Craftsmanship ...
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Clean Code: A Handbook of Agile Software Craftsmanship 1 ...
Clean Code: A Handbook of Agile SoftwareCraftsmanship (Robert C. Martin Series) (English Edition) Book Description Clean Code: A Handbook of Agile Software Craftsmanship (Robert C. Martin Series) (English Edition) read ebook Online PDF EPUB KINDLE,Clean Code: A Handbook of Agile Software Craftsmanship(Robert C.

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Martin, presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship. Martin, who has helped bring agile principles from a...

Clean Code: A Handbook of Agile Software Craftsmanship ...
Clean Code: A Handbook of Agile Software Craftsmanship. Clean Code. Robert C. Martin Series. The mission of this series is to improve the state of the art of software craftsmanship.

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Clean Code Book Review | A Handbook of Agile Software ...
But it doesn't have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship.

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Clean Code Book Summary. This summary guide is ideal for: 1) Experienced software developers, engineers, and managers who need the in-depth understanding of clean code craftsmanship principles quickly. 2) Engineers and managers who have heard of the critically acclaimed Clean Code work, but wonder if it warrants further investment.

Clean Code Summary - Supergloo
Martin Ser.: Clean Code : A Handbook of Agile Software Craftsmanship by Robert C. Martin (2008, Trade Paperback) Last one!

Robert C. Martin Ser.: Clean Code : A Handbook of Agile ...
Clean Code: A Handbook of Agile Software Craftsmanship (Paperback) Published August 1st 2008 by Prentice Hall. Paperback, 434 pages. Author (s): Robert C. Martin. ISBN: 0132350882 (ISBN13: 9780132350884) Edition language: English.

Editions of Clean Code: A Handbook of Agile Software ...
Clean Code is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity....

Clean Code: A Handbook of Agile Software Craftsmanship by ...
Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer—but only if you work at it.

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Clean Code (豆瓣)
Clean Code is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity....

Clean Code: A Handbook of Agile Software Craftsmanship ...
But if code isn't clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because of poorly written code. But it doesn't have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship.

Clean Code: A Handbook of Agile Software Craftsmanship by ...
Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Even bad code can function. But if code isn't clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because of poorly written code. But it doesn't have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship . Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer–but only if you work at it. What kind of work will you be doing? You'll be reading code–lots of code. And you will be challenged to think about what's right about that code, and what's wrong with it. More importantly, you will be challenged to reassess your professional values and your commitment to your craft. Clean Code is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity. Each case study is an exercise in cleaning up code–of transforming a code base that has some problems into one that is sound and efficient. The third part is the payoff: a single chapter containing a list of heuristics and "smells" gathered while creating the case studies. The result is a knowledge base that describes the way we think when we write, read, and clean code. Readers will come away from this book understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development This book is a must for any developer, software engineer, project manager, team lead, or systems analyst with an interest in producing better code.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: Clean Code: A Handbook of Agile Software Craftmanship The Clean Coder: A Code of Conduct for Professional Programmers In Clean Code, legendary software expert Robert C. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer--but only if you work at it. You will be challenged to think about what's right about that code and what's wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In The Clean Coder, Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice--about everything from estimating and coding to refactoring and testing. It covers much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers of this collection will come away understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development What it means to behave as a true software craftsman How to deal with conflict, tight schedules, and unreasonable managers How to get into the flow of coding and get past writer's block How to handle unrelenting pressure and avoid burnout How to combine enduring attitudes with new development paradigms How to manage your time and avoid blind alleys, marshes, bogs, and swamps How to foster environments where programmers and teams can thrive When to say "No"--and how to say it When to say "Yes"--and what yes really means

Getting the most out of Python to improve your codebase Key Features Save maintenance costs by learning to fix your legacy codebase Learn the principles and techniques of refactoring Apply microservices to your legacy systems by implementing practical techniques Book Description Python is currently used in many different areas such as software construction, systems administration, and data processing. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, how to correct them. The book begins by describing the basic elements of writing clean code and how it plays an important role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. You will learn to implement the SOLID principles in Python and use decorators to improve your code. The book delves more deeply into object oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve software problems by implementing design patterns in your code. In the final chapter we break down a monolithic application to a microservice one, starting from the code as the basis for a solid platform. By the end of the book, you will be proficient in applying industry approved coding practices to design clean, sustainable and readable Python code. What you will learn Set up tools to effectively work in a development environment Explore how the magic methods of Python can help us write better code Examine the traits of Python to create advanced object-oriented design Understand removal of duplicated code using decorators and descriptors Effectively refactor code with the help of unit tests Learn to implement the SOLID principles in Python Who this book is for This book will appeal to team leads, software architects and senior software engineers who would like to work on their legacy systems to save cost and improve efficiency. A strong understanding of Programming is assumed.

Get the most out of JavaScript for building web applications through a series of patterns, techniques, and case studies for clean coding Key FeaturesWrite maintainable JS code using internal abstraction, well-written tests, and well-documented codeUnderstand the agents of clean coding like SOLID principles, OOP, and functional programmingExplore solutions to tackle common JavaScript challenges in building UIs, managing APIs, and writing statesBook Description Building robust apps starts with creating clean code. In this book, you'll explore techniques for doing this by learning everything from the basics of JavaScript through to the practices of clean code. You'll write functional, intuitive, and maintainable code while also understanding how your code affects the end user and the wider community. The book starts with popular clean-coding principles such as SOLID, and the Law of Demeter (LoD), along with highlighting the enemies of writing clean code such as cargo culting and over-management. You'll then delve into JavaScript, understanding the more complex aspects of the language. Next, you'll create meaningful abstractions using design patterns, such as the Class Pattern and the Revealing Module Pattern. You'll explore real-world challenges such as DOM reconciliation, state management, dependency management, and security, both within browser and server environments. Later, you'll cover tooling and testing methodologies and the importance of documenting code. Finally, the book will focus on advocacy and good communication for improving code cleanliness within teams or workplaces, along with covering a case study for clean coding. By the end of this book, you'll be well-versed with JavaScript and have learned how to create clean abstractions, test them, and communicate about them via documentation. What you will learnUnderstand the true purpose of code and the problems it solves for your end-users and colleaguesDiscover the tenets and enemies of clean code considering the effects of cultural and syntactic conventionsUse modern JavaScript syntax and design patterns to craft intuitive abstractionsMaintain code quality within your team via wise adoption of tooling and advocating best practicesLearn the modern ecosystem of JavaScript and its challenges like DOM reconciliation and state managementExpress the behavior of your code both within tests and via various forms of documentationWho this book is for This book is for anyone who writes JavaScript, professionally or otherwise. As this book does not relate specifically to any particular framework or environment, no prior experience of any JavaScript web framework is required. Some knowledge of programming is assumed to understand the concepts covered in the book more effectively.

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Tackle inefficiencies and errors the Pythonic way Key FeaturesEnhance your coding skills using the new features introduced in Python 3.9Implement the refactoring techniques and SOLID principles in PythonApply microservices to your legacy systems by implementing practical techniquesBook Description Experienced professionals in every field face several instances of disorganization, poor readability, and testability due to unstructured code. With updated code and revised content aligned to the new features of Python 3.9, this second edition of Clean Code in Python will provide you with all the tools you need to overcome these obstacles and manage your projects successfully. The book begins by describing the basic elements of writing clean code and how it plays a key role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. The book discusses object-oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve problems by implementing software design patterns in your code. In the concluding chapter, we break down a monolithic application to a microservices-based one starting from the code as the basis for a solid platform. By the end of this clean code book, you will be proficient in applying industry-approved coding practices to design clean, sustainable, and readable real-world Python code. What you will learnSet up a productive development environment by leveraging automatic toolsLeverage the magic methods in Python to write better code, abstracting complexity away and encapsulating detailsCreate advanced object-oriented designs using unique features of Python, such as descriptorsEliminate duplicated code by creating powerful abstractions using software engineering principles of object-oriented designCreate Python-specific solutions using decorators and descriptorsRefactor code effectively with the help of unit

testsBuild the foundations for solid architecture with a clean code base as its cornerstoneWho this book is for This book is designed to benefit new as well as experienced programmers. It will appeal to team leads, software architects and senior software engineers who would like to write Pythonic code to save on costs and improve efficiency. The book assumes that you have a strong understanding of programming

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In Java Concurrency in Practice , the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model